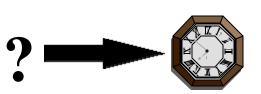




RULES JUDGE

What DO ?

- 1. Stand in front of the room facing the audience.
- 2. Your role concerning rules:
 - You are responsible for ensuring that the rules are followed.
 - This includes ensuring that no one signals/communicates with the competitors during a match. If communication does occur, you have the authority to ask the person to leave the room (without causing undue duress -- please).
 - Ensure quiet.
- 3. Warnings
 - If a rule is broken you may, at your discretion, give one warning.
- 4. Collect all used scratch papers from teams at the beginning of the match, at the half, and at the conclusion.
- 5. Time
 - Ensure that the clock is stopped during discussions between officials, and between officials and students.



Challenge?

• Ask timekeeper to stop the clock.

